52

ABSTRACT OF THE DISCLOSURE

A game database storing a game program as pay data, a distribution server, and an account server are provided within
5   a service provider side device. The account server sends, through a radio network, a part of a game program to a storage unit in a service user side device, before the arrival of the fixed time of the start of use. When the user has decided to purchase the game program on or after the day on which the data
10   becomes usable, the program part is sent to a game terminal so that the play of the game can be started. Upon the receipt of a request from the user for the distribution of the remaining part of the program, the user's balance is checked for the purchase of the remaining part of the program and, thereafter,
15   the remaining part of the program is sent from the distribution server to the radio terminal so that the user can enjoy the subsequent part of the game without delay. The above construction can shorten the time period between the request for the distribution of data and the reproduction of the
20   distributed data in predetermined communication environment such as radio data communication environment, and can reduce the concentration of load on the distribution server. Further, the invention can also be applied to distribution data for which the limitation of the time of the start of use is not
25   provided.